

DEFENSE

THE SEVEN STEPS

MAP RECON - LEADERS RECON - PREP PHASE

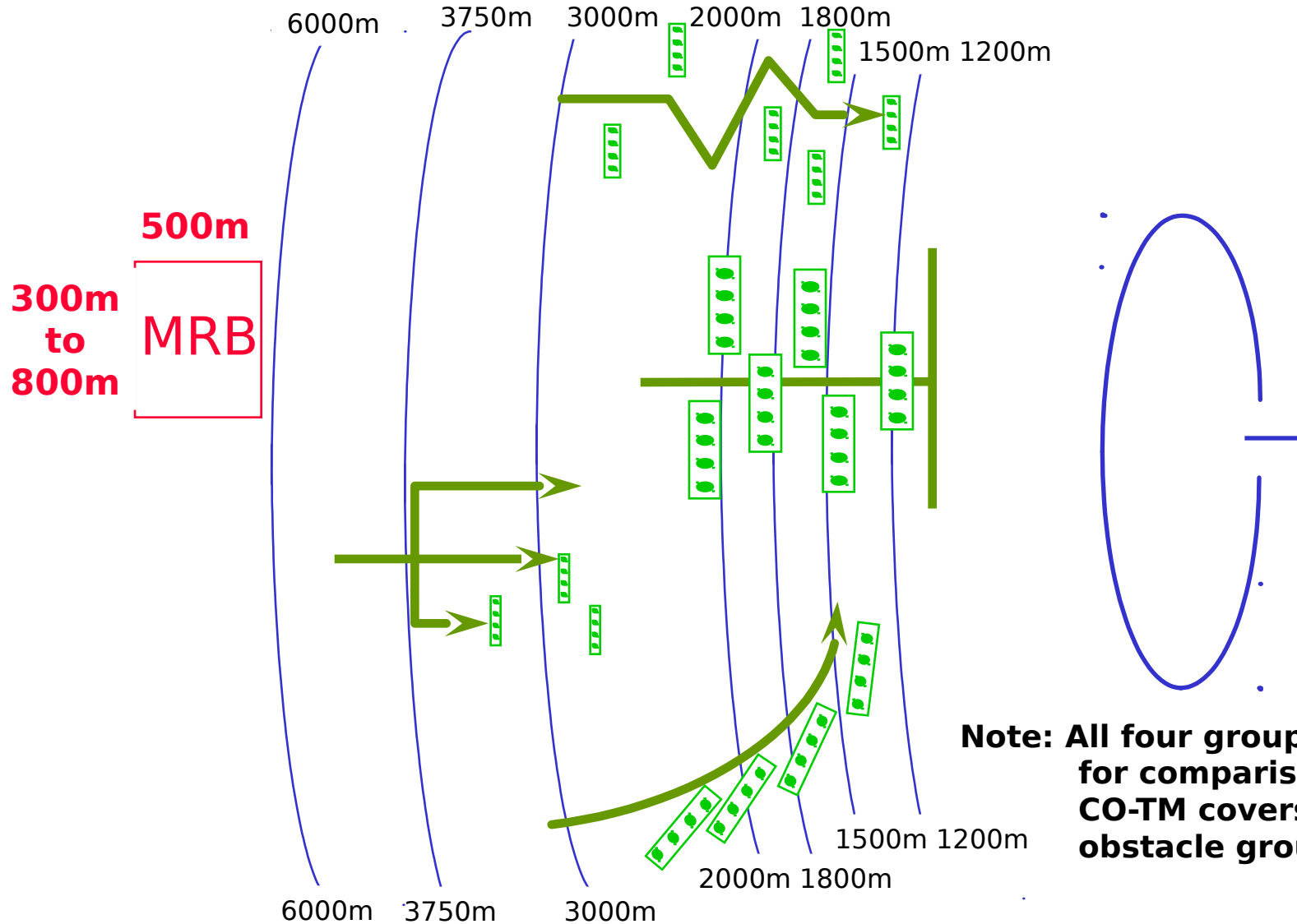
- 1. KNOW THE ENEMY AND VISUALIZE HOW HE WILL FIGHT
- 2. SELECT WHERE AND DETERMINE HOW TO KILL THE ENEMY
 - - NORMALLY MORE THAN ONE PLACE
 - - PERFORM BATTLE CALCULUS
- * 3. POSITION OBSTACLE GROUPS TO SUPPORT DIRECT FIRES
- * 4. PLAN INDIRECT FIRES TO SUPPORT DIRECT FIRES
- * 5. POSITION FORCES TO KILL HIM WITH DIRECT FIRES
- 6. COMPLETE THE PLAN, SITE/EMPLACE OBSTACLES,
 - PREPARE POSITIONS
- 7. REHEARSE!!!

- * CAN BE DONE SIMULTANEOUSLY / **MUST BE DONE REPETITIVELY**

BATTLEFIELD SHAPERS

- **TERRAIN**
- **OBSTACLES**
- **FIRES (DIRECT & INDIRECT)**
- **FORCES (MOUNTED & DISMOUNTED)
(AIR & GROUND)**
- **SMOKE**

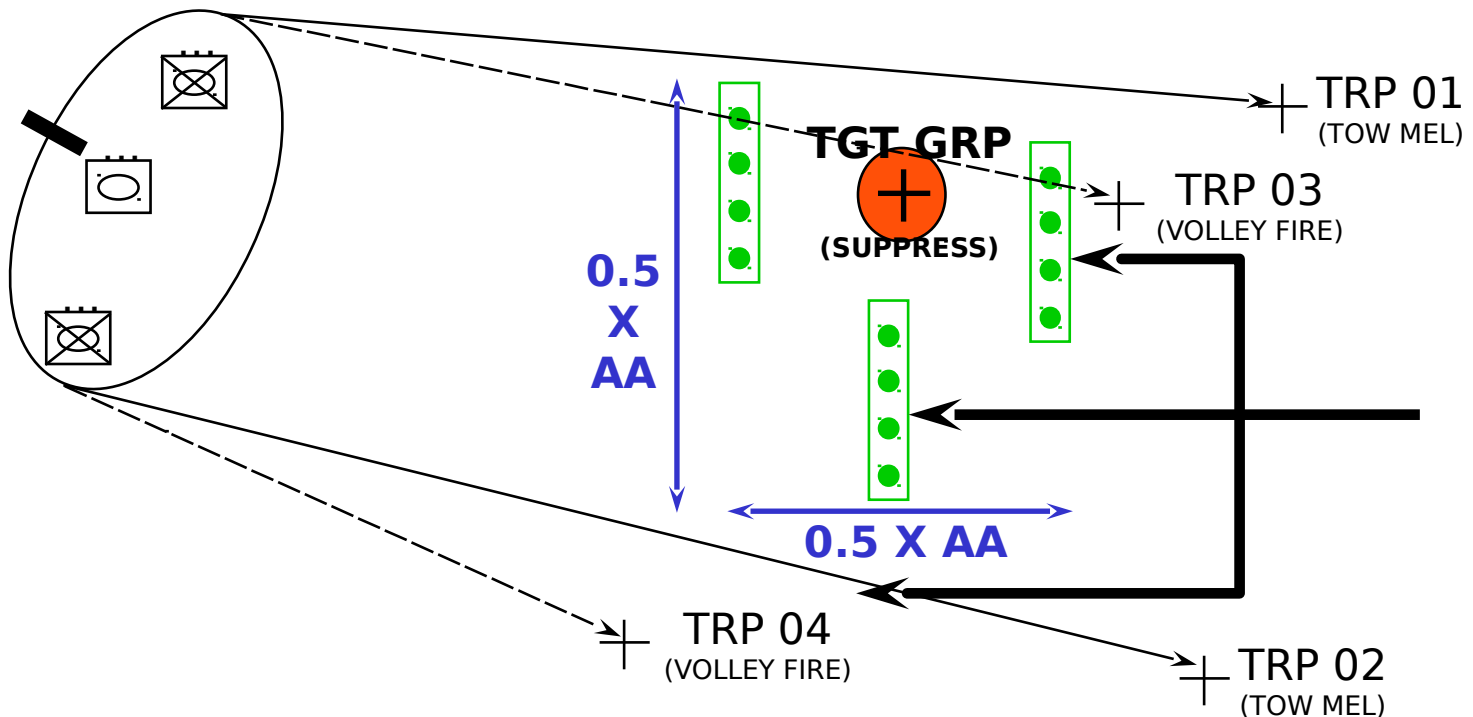
INTEGRATION OF FIRES AND OBSTACLE EFFECT



DISRUPT GROUP

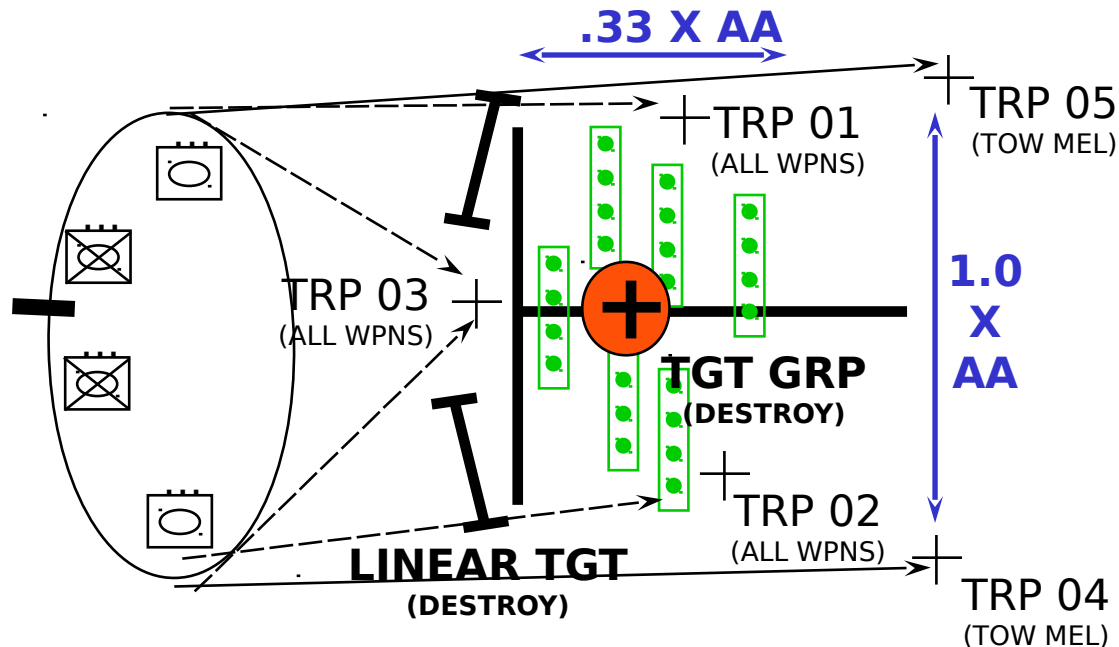
RF = .5
SF = 250m

- BREAKS UP ENEMY FORMATION AND TEMPO.
- FORCES ENEMY TO DEPLOY AND BREACH EARLY.
- SLOWS PART OF ENEMY FORMATION AND FRAGMENTS C3.
- ALLOWS PART OF ENEMY TO BYPASS PIECEMEAL INTO MAIN ENGAGEMENT AREA.
- SHALLOW OBSTACLES NOT VISIBLE AT LONG RANGE BUT SHOULD BE EASILY BYPASSED AS ENEMY NEARS.



BLOCK GROUP

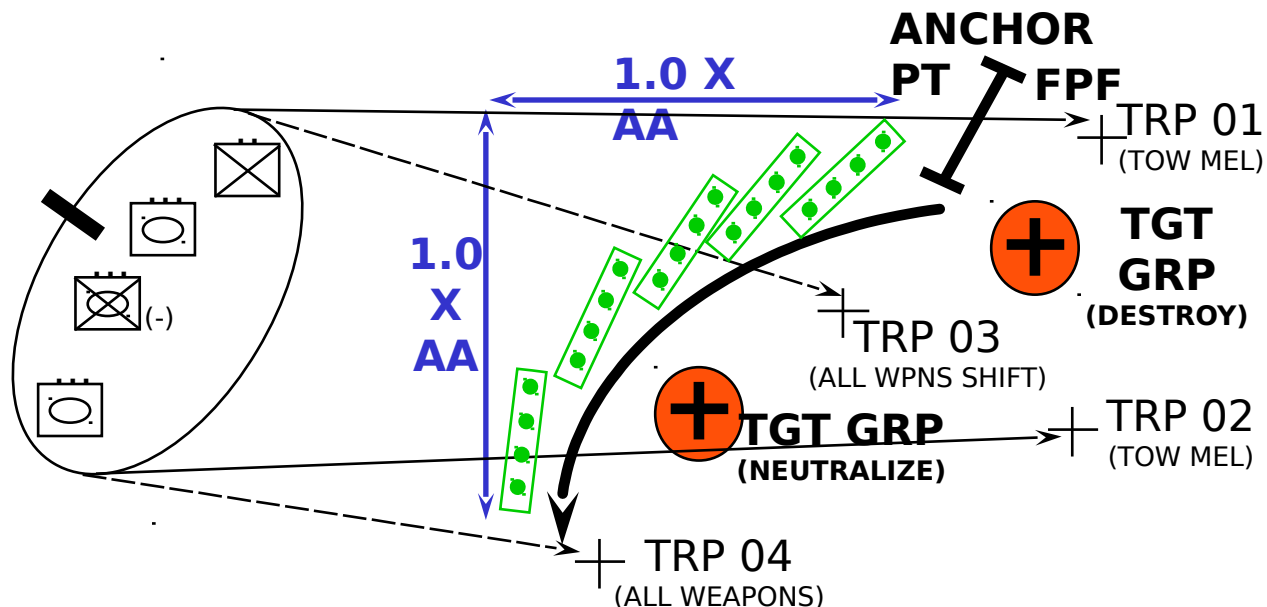
- RF = 2.4
SF = 500m
- MASSES FIRES / OBSTACLES TO STOP ENEMY ATTACK ALONG SPECIFIC AA OR TO PREVENT ENEMY FROM PASSING THRU AN EA.
 - NO BYPASS AVAILABLE; THE EA MUST COVER THE ENTIRE AA.
 - HIGH VOLUME OF INTERLOCKING FIRES ACROSS THE ENTIRE AA.
 - BLOCK OBSTACLES MUST DEFEAT ENEMY BREACHING EFFORT.
 - GROUP CONSISTS OF COMPLEX OBSTACLES WHICH REQUIRE MULTIPLE BREACHING TECHNIQUES TO REDUCE A LANE.
 - INCORPORATES BOTH "VISIBLE" AND "UNSEEN" OBSTACLES TO DISCOURAGE BREACHING.
 - **BLOCK OBSTACLES DO NOT STOP AN ENEMY ATTACK BY THEMSELVES; THEY MUST BE INTEGRATED WITH INTENSE FIRES.**



TURN GROUP

RF = 1.2
SF = 500m

- DIVERTS ENEMY OFF AN AA INTO AN EA OR ANOTHER AA.
- MASSES FIRES AND TIES OBSTACLES INTO NOGO TERRAIN AT ANCHOR POINT TO PREVENT ENEMY BYPASS OR BREACH.
- ALLOWS ENEMY TO BYPASS IN DESIRED DIRECTION OF TURN.
- FIRES SHIFT TO MAINTAIN PRESSURE THRU-OUT THE TURN.
- OBSTACLES AT ANCHOR POINT ARE "MORE-VISIBLE" (USE ATD OR MORE WIRE) AND LOOK MORE COMPLEX THAN THOSE AT THE END OF THE TURN.

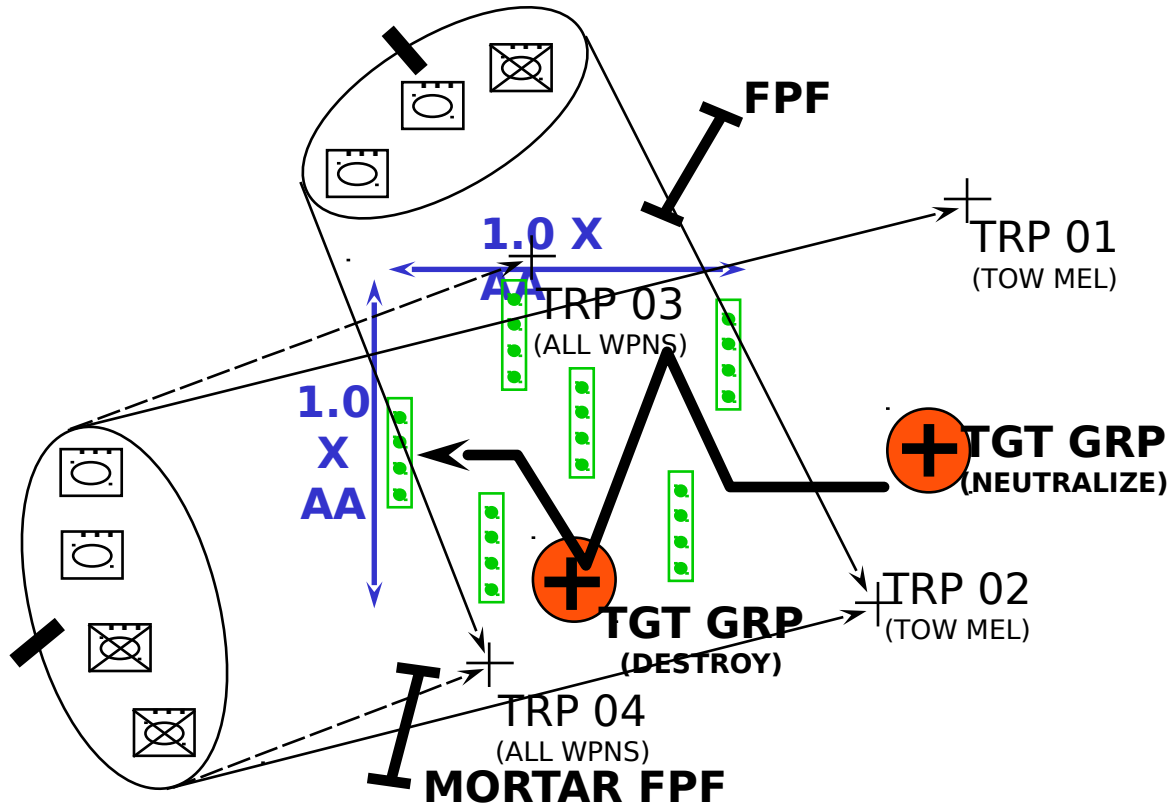


FIX GROUP

- SLOWS ENEMY IN AN EA SO DEFENDER HAS TIME TO ACQUIRE, TARGET AND DESTROY ENEMY IN DETAIL.
- INTENSITY OF FIRES AND OBSTACLE DENSITY VARIES AS ENEMY ADVANCES THRU THE DEPTH OF THE ENGAGEMENT AREA.
- INTERLOCKING FIRES FORCES ENEMY TO FIGHT IN MANY DIRECTIONS AT ONCE.
- SHALLOW OBSTACLES ARE ARRAYED IN DEPTH TO CAUSE ENEMY FORMATION TO REACT AND BREACH REPEATEDLY.
- INDIVIDUAL OBSTACLES APPEAR TO BE EASILY BREACHED/BYPASSED.

RF = 1.0

SF = 250m

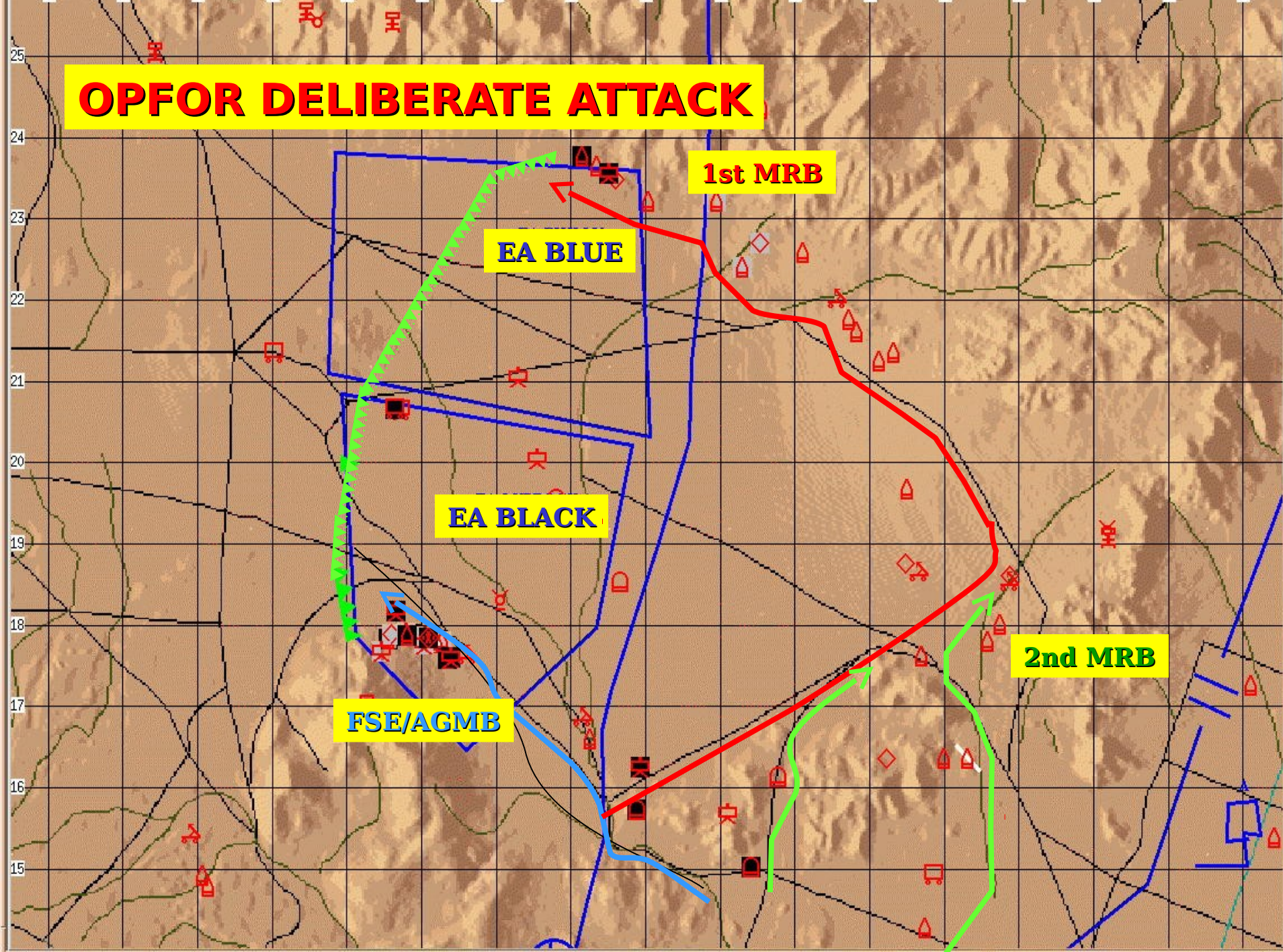


THE OPFOR

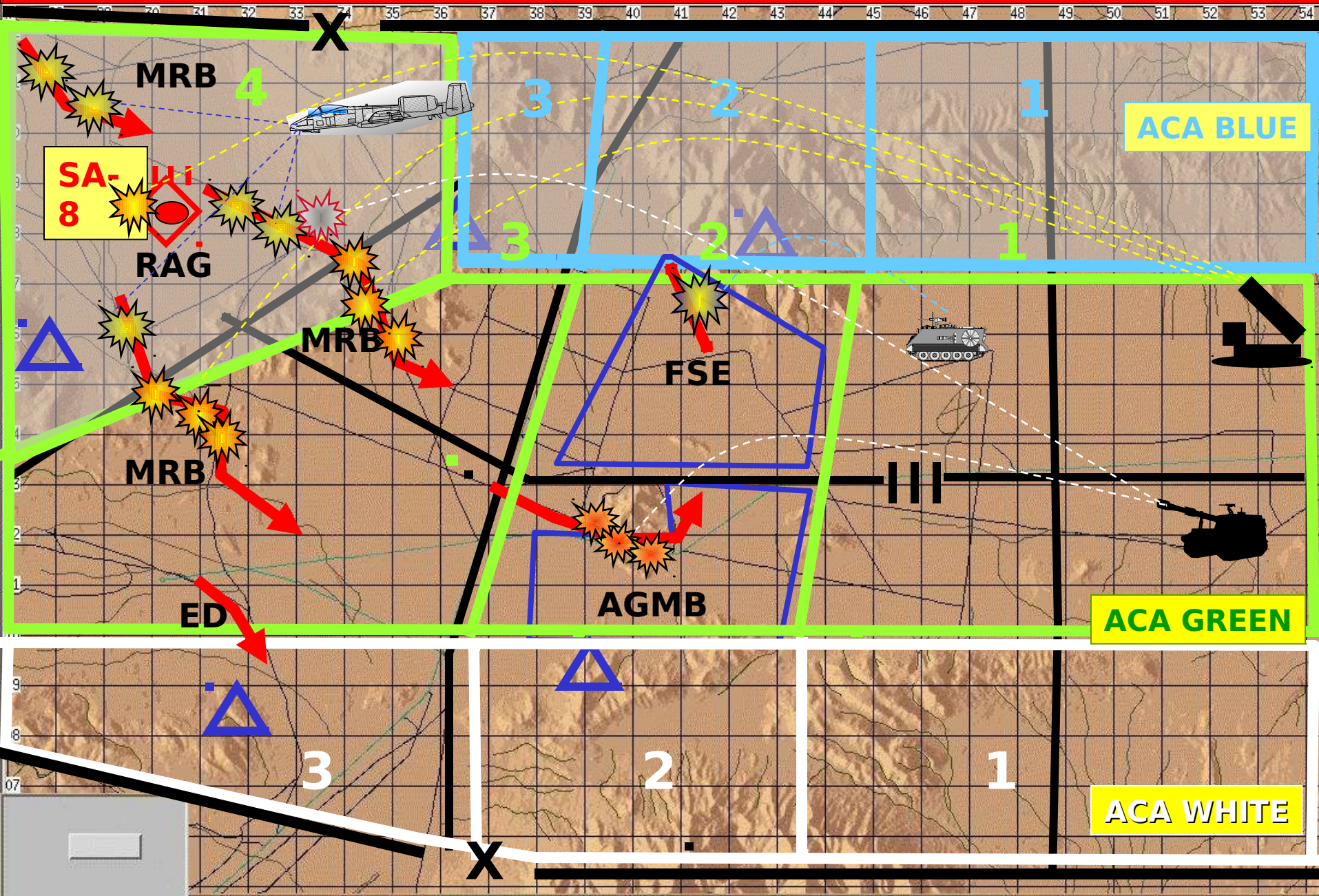
- 10 VEHICLES ARE NOT A POINT TARGET
- WILL NOT STOP IN THE OPEN
- TRAVELS IN COLUMN OUT OF CONTACT
- ALWAYS HAS MULTIPLE COAs
- HIGH PRIORITY ON RECON
- COLT SWEEPS
- SINGLE CHANNEL COMMUNICATIONS
- BREACHES AT ANCHOR POINTS

***FOCUS ON BMPs, BRDMs,
AND INFANTRY***

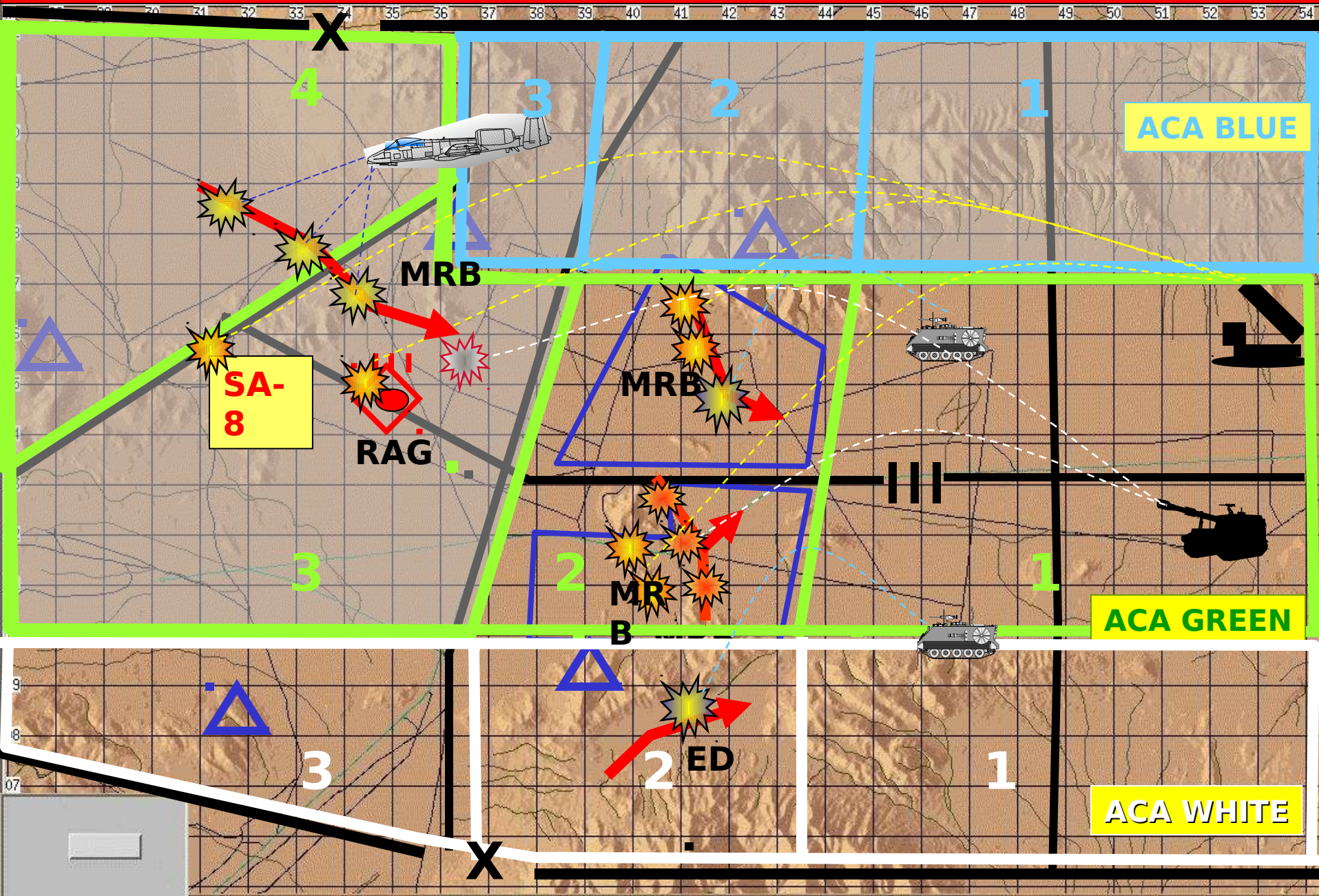
OPFOR DELIBERATE ATTACK



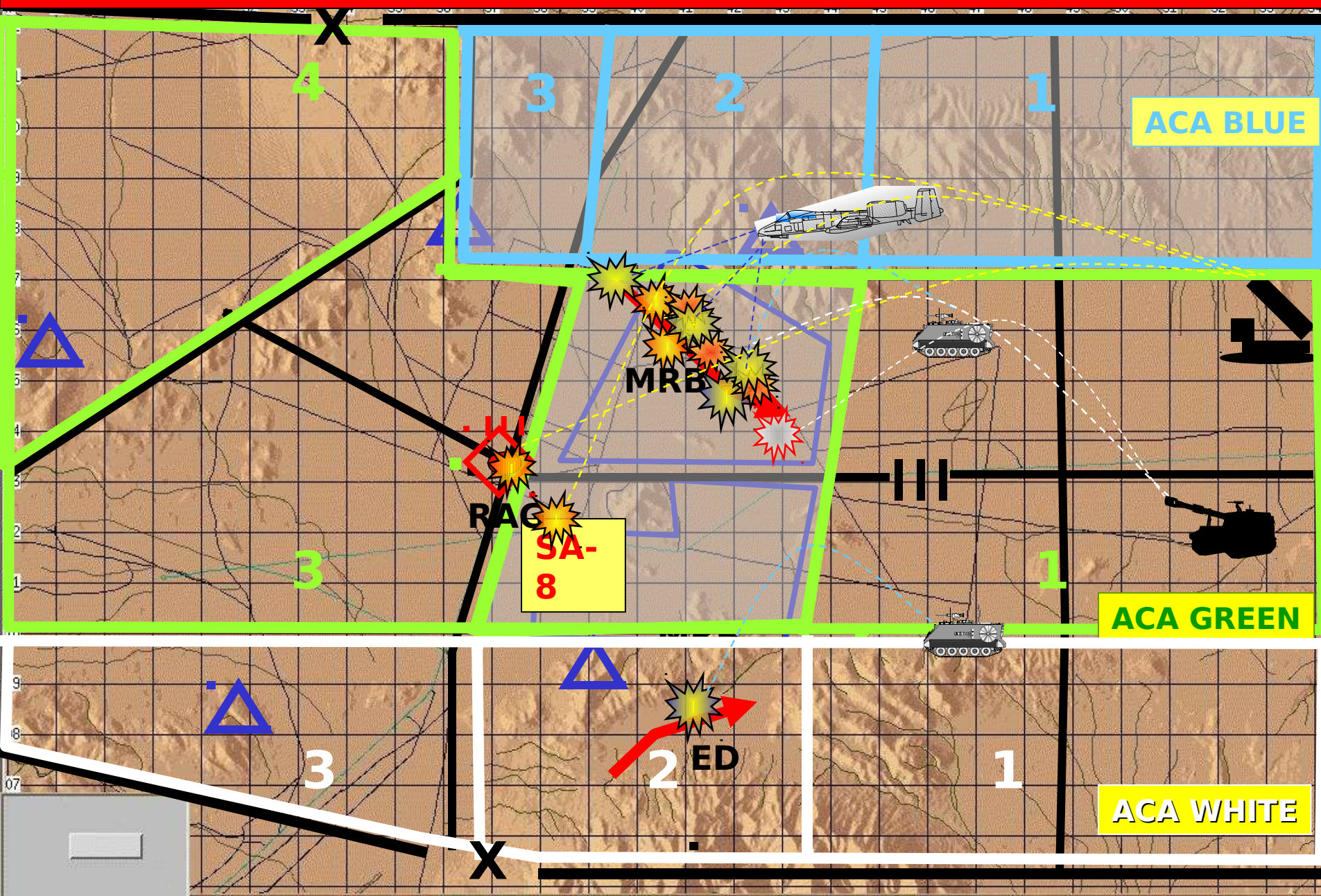
FIRE SUPPORT IN THE DEFENSE



FIRE SUPPORT IN THE DEFENSE



FIRE SUPPORT IN THE DEFENSE



DEFENSE GLIDEPATH

- RECEIVE COMMANDER'S GUIDANCE
- ANALYZE SITE MP
- DEVELOP CONCEPT OF FIRES
- OBSERVATION CLOSE
- ESTABLISH TRIGGERS CLOSE
- REFINE TF TARGETS TO EAs
- REHEARSE ENGAGEMENT AREAS
- REHEARSE SCHEME OF FIRES
- REGISTER TARGETS
- EXECUTE USING PRIORITY OF FIRES

RECEIVE COMMANDER'S GUIDANCE

- **MANEUVER COMMANDER'S GUIDANCE**

- **FOCUS FIRES ON DECISIVE MANEUVER OPERATIONS**
- **DEVELOP FEWER TASKS NOT MORE: PRINCIPLE OF MASS**
- **SPECIFY PRIORITY OF FIRES AND CRITERIA TO SHIFT**
- **PHILOSOPHY OF FIRE AND MANEUVER**
- **TIE FIRE SUPPORT TASKS TO MANEUVER ACTION**
- **ADDRESS SPECIAL MUNITIONS: CAS, SMOKE, CPH, FASCAM, ILLUM**
- **USE DOCTRINAL EFFECTS: SUPPRESS, NEUTRALIZE, DESTROY**
- **EFFECTS BY VEHICLE**

WRONG: "DESTROY
ALL AT-5s IN ZONE"

VS

RIGHT: "SUPPRESS
AT-5s VICINITY HILL
760 TO SUPPORT A
COMPANY MANEUVER
TO SBF2"

ANALYZE THE SITE MP

- **TASK FORCE S2 PRODUCES SITE MP**

- **USE AS BASIS FOR REFINEMENT OF BRIGADE TARGETS**
- **TARGET THROUGHOUT DEPTH OF TASK FORCE BATTLESPACE**
- **TARGET IN CO BATTLESPACE TO ALLOCATE RESOURCES**
- **TARGET BASED ON TERRAIN AND HOW ENEMY FIGHTS**
- **SUPPORT WITH TASK FORCE OBSERVATION PLAN**
- **ENSURE OBSERVERS KNOW THEIR TARGET RESPONSIBILITIES**
- **USE TERRA BASE, MR SID OR OTHER TERRAIN PRODUCTS**
- **EIGHT DIGIT GRID QUALITY ON ALL TARGETS; INCLUDE ALTITUDE**

- S

***THE SITE MP DRIVES TARGETING,
OBSERVATION PLANNING, TARGET
REFINEMENT, BATTERY POSITIONS
AND AMMUNITION
REQUIREMENTS!***

ENT

DEVELOP CONCEPT OF FIRES

- **DEVELOP THE TASK FORCE FIRE PLAN**

- **USE AS BASIS FOR SEQUENCE OF FIRE MISSIONS**
- **TARGET NUMBERS CAN CHANGE (REFINE): PLAN STAYS IN PLACE**
- **PHILOSOPHY OF NO IDLE GUNS**
- **USE **ENEMY** EVENTS FOR TRIGGERS**
- **USE PRIORITY OF FIRES TO WEIGHT MAIN EFFORT**
- **EMPLOY ALL WEAPONS: DS, R, CAS AND EW (TFs USE MORTARS)**
- **REDUCE OPPORTUNITY TARGETS: YOU WILL BE BEHIND ENEMY**

***BRIGADE FSO PROVIDES THE TOP
DOWN PLAN TO TASK FORCE
FSOs***

ENGAGEMENT AREA TGTS

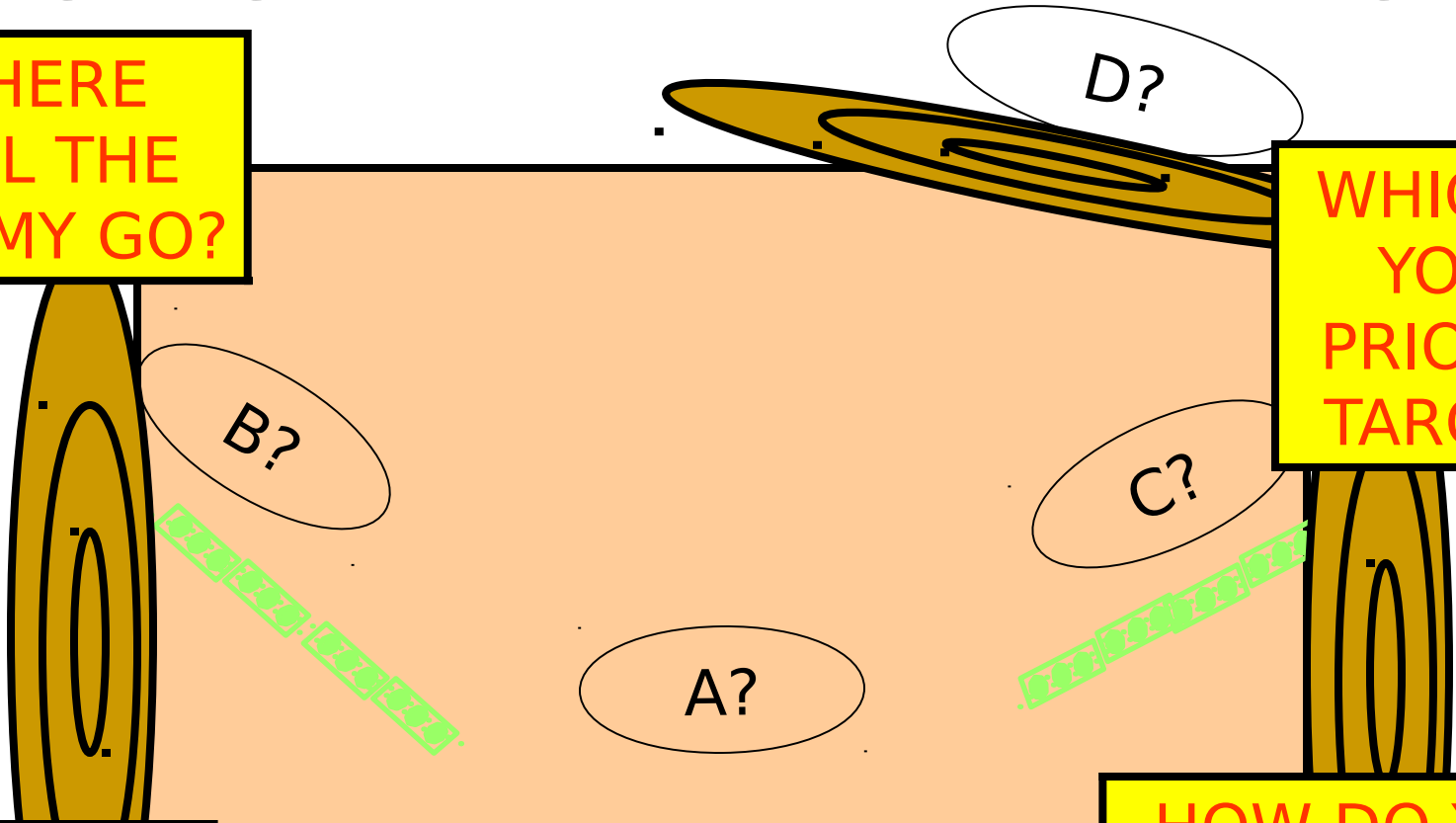
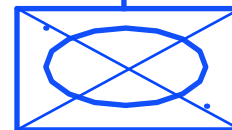
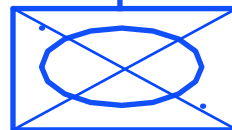
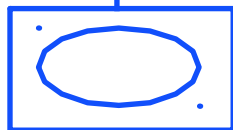
WHERE
WILL THE
ENEMY GO?

WHICH IS
YOUR
PRIORITY
TARGET?

WHERE DO
YOU PUT
TARGETS?
GROUPS?

HOW DO YOU
ARRAY THE
TARGETS
IN THE GROUP?

EA RED



TOP DOWN PLAN TASK FORCE TARGETS

- TOP DOWN TARGETS ALLOCATE RESOURCES
- TF FSOs DO NOT ADD RESOURCES WITHOUT FSCoord APPROVAL
- SCHEDULE REFINEMENT UPDATES
- HAVE A SET BATTLE PLAN FOR THE DEFENSE
 - GROUPS SUPPORT OBSTACLE ANCHOR POINTS
 - PLAN FOR THREE GROUPS/TARGETS PER TF--NO MORE
 - DEPTH TARGETS ATTACK ANTI-TANK FIRING LINES
 - ONE GROUP IS PRIORITY TARGET BASED ON MOST LIKELY EN COA
 - MORTARS FOR OPPORTUNITY AND PLANNED TARGETS
 - TOO MANY TARGETS OR GROUPS CONFUSE OBSERVERS, FDCs
 - 3 KM BETWEEN DEPTH TARGETS TO ALLOW FOR SHIFT TIME

***TD-BU REFINEMENT
STREAMLINES PLANNING AND
EXECUTION***

OBSERVATION CLOSE

- **OBSERVATION CLOSE: SCIENCE OF WAR**
 - **KNOW YOUR OBSERVER STATUS: GVLLD, MELIOS, BATTERIES, VEH**
 - **PLAN FOR OBSERVATION IN DEPTH**
 - **INTEGRATE ALL TF OBSERVERS, MANEUVER SHOOTERS**
 - **ESTABLISH NFAs FOR POSITIONS FORWARD OF BPs**
 - **CROSSTALK TRANSITION OF FIRES WITH DEEP OBSERVERS**
 - **USE TERRA BASE FROM TARGET TO OP**
 - **INSPECT OBSERVATION POSTS**
 - **HOW WILL WE COMMUNICATE?**

***TOP DOWN PLAN OPs FOR
COMPANY FSOs--LET THEM REFINES
THE FINAL LOCATION. TF FSOs
INSPECT THE OP***

TRIGGERS CLOSE

- **TRIGGERS CLOSE: PRECISION = EFFECTS**
 - **USE PHYSICAL TRIGGERS: MUST MARK THE TRIGGER!**
 - **DAY AND NIGHT CAPABLE**
 - **EMPLACE WHILE AWAITING OBSTACLE COMPLETION**
 - **FIX RESPONSIBILITY FOR EMPLACING TRIGGERS--PUT ON TIMELINE**
 - **DRIVE THROUGH ENGAGEMENT AREA TO VALIDATE TRIGGERS**
 - **MANEUVER LEADERS MUST KNOW THE PLAN**
 - **TACTICAL TRIGGER: DISTANCE BASED ON SHIFT TIME (~3KM)**
 - **“FFF GROUP A02E, 10 VEH MOVING SE AT TAC TRIGGER, AMC”**
 - **TECHNICAL TRIGGER: DISTANCE BASED ON TOF (~60 SEC)**
 - **“FIRE A02E, 10 VEH MOVING SE AT TECH TRIGGER”**
 - **ADJ *EVERY COMPANY FIST MUST HAVE A TRIGGER MARKING KIT AND KNOW HOW TO USE IT!* ILLUM**

REFINE TF TARGETS

- **TARGET REFINEMENT = DESTRUCTIVE FIRES**
 - **USE PLGR (FOM1) FOR 10 DIGIT QUALITY GRIDS AND ALTITUDE**
 - **INITIAL REFINEMENT BASED ON PLANNED OBSTACLES**
 - **SECOND REFINEMENT BASED ON ACTUAL OBSTACLES**
 - **REFINE BRIGADE TARGETS--DON'T CREATE TF TARGETS**
 - **REFINE AS A CONTINUOUS PROCESS**
 - **50 NEW TARGETS 1 HOUR PRIOR TO LD = OPPORTUNITY TARGETS**

***“TARGET CUTOFF” MEANS NO
ADDITIONAL TARGETS; TARGET
REFINEMENT IS A CONTINUOUS
INCREMENTAL PROCESS***

REHEARSE FIRES IN ENGAGEMENT AREAS

- **REHEARSAL = EXECUTORS UNDERSTAND PLAN**
 - **PUT THIS REHEARSAL ON YOUR TIMELINE**
 - **REHEARSE REFINED TARGETS--BUT CAN REFINE AFTERWARDS**
 - **DRIVE THE ENGAGEMENT AREA**
 - **ALL OBSERVERS, FSE, AND MORTARS PARTICIPATE**
 - **VALIDATE THAT ALL OBSERVERS CAN SEE TRIGGERS, TARGETS**
 - **BACKBRIEF THE MVR CDR ON TRIGGERS, ENEMY, VOLUME**

• **TR**

***LEADERS WHO DON'T KNOW THE
PLAN AND DON'T PARTICIPATE IN
THE REHEARSAL TEND TO
DE-SYNCHRONIZE THE PLAN***

MARKING TARGETS

- **MARKING TARGETS: THE FORGOTTEN ART**
 - **PUT THIS IN THE TASK FORCE TIMELINE**
 - **DECONFLICT WITH ENGINEER PREPARATION**
 - **USE GROUND BURST ILLUM TO MARK TARGETS**
 - **ALLOW OBSERVERS TO ADJUST IF NECESSARY**
 - **CONTINUE TO REFINE AND ADJUST DURING LULLS**
 - **CONFIRMS THERE ARE NO TECHNICAL PROBLEMS**
 - **USEFUL IN ESTABLISHING PRIORITY TARGETS**

***A PICTURE IS WORTH A 1000
WORDS.....***

ENGAGEMENT AREA TGTS

